

THE CODE

“The Code” written by Nick Powel. The Code has been adopted by the USTA as the unwritten rules and court etiquette for all NON-OFFICIATED matches.

1. **WHEN IN DOUBT** as to whether a ball is out or good, the call is always made in favor of your opponent; you should NOT play a let. Any ball which cannot be called out with surety is good.
2. **OTHER LINE CALL PROCEDURES:**
 - A. Call all balls on your side of the net.
 - B. Call against your self any balls clearly out.
 - C. Never question your opponent’s call.
 - D. Ask opponent’s opinion if he or she is in better position to make call. When opinion is given, it must accepted.
 - E. **DO NOT** enlist the aid of spectators to make line calls.
 - F. Make all calls instantly. Don’t violate the “two chance” rules.
 - G. First service is called by receiver or his partner only. On second service, if either the server or his partner clearly sees a fault, he is obligated to make the call.
 - H. If you call a all out and then realize it was good, you should:
 - (1.) Play the point over if you returned the ball to your opponent’s court; or
 - (2.) Score the point in favor of your opponent if you failed to return the ball.
3. Returning a serve that is obviously a fault in order to catch your opponent napping is cheating. However, if receiver returns a service he honestly believes is good (possibly trying to give server the benefit of any doubt), serve is not entitled to refuse to play the point on the grounds he (the server) thought the ball was out. (#24)
4. **FOOT FAULT.** Recent USTA rule interpretations allow receiver(s) to call **FLAGRANT** foot fault violations. If your opponent **FLAGRANTLY** foot faults, you should: First, **POLITELY** advise him of this and ask that the problem be corrected; second, request that someone serve as foot fault judge; third, if no one is available to serve as foot fault judge, call the faults yourself. (#25, 26)
5. You must play with the equipment you have at courtside (continuous play rule). (#31)
6. On calls involving a ball touching a player, a player touching the net, a player touching his opponent’s court or hitting an opponent’s return before it has passed the net, a carry, or a doublebounce - the prerogative of decision rests with the player involved. The prerogative of decision on calling a double-hit rests with the striker’s opponent. (#33, 33.1, 33.2, 33.3)
7. In tournaments, the pre-match warm-up should not last over five minutes. Service practice must be completed **BY ALL PLAYERS** before the match begins and is NOT to be taken just before a player serves for the first time (continuous play rule). A player should not practice service returns while another player is practicing his serve. (#34)
8. Receiver should not attempt to return a service during the game, unless he and his partner are ready. If the receiver attempts to return service, he is presumed ready and cannot subsequently claim he was not ready. (#35, 36, 38)
9. Serve should announce game score of the set prior to serving the first point. He should then announce the point score prior to serving each subsequent point during the game. (#40.1)
10. If there is an unresolvable disagreement over the score, spin a racquet. The score becomes whatever the winner of the spin said was the score. This procedure is used whether it be a disagreement over the score within a game or over the game score within a set and is only used after all other efforts to resolve the disagreement over the score have failed. (#40)